This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently amended) A method for logically remapping commands to logical buttons of a computing device comprising a display, said logical buttons having associated commands, said method comprising:

configuring a first logical button from among said logical buttons to execute, upon activation of the first logical button, ~~one of~~ a first command call and a second command call at the computing device when the computing device is in a first orientation;

detecting a change in orientation, relative to the display, of ~~images presented~~ an image as displayed on the display from [[a]] the first orientation to a second orientation at the computing device; and

responsive to the detection of the change in orientation ~~relative to the display~~ of the ~~images presented on the display~~ image, automatically logically remapping the commands to the logical buttons based on the second orientation of the images presented on the display by configuring a second logical button from among said logical buttons to execute, upon activation of the second logical button, ~~one of~~ the first command call and the second command call when the computing device is in the second orientation.

2. (Previously Presented) The method of claim 1 wherein the display is a visual display device.

3. (Previously Presented) The method of claim 1 wherein the display is a non-visual display device.

4. (Previously Presented) The method of claim 1 wherein the display is one from the group comprising: a visual display device, an audio display device, and a tactile display device.

5. (Currently amended) The method of claim 1, further comprising detecting a change in orientation of the display at the computing device and, responsive to the detection of the change in orientation of the display, automatically changing the orientation, relative to the display, of the ~~images presented~~ image as displayed on the display.

6. (Currently amended) The method of claim 1, further comprising detecting a command to change the orientation, relative to the display, of the ~~images~~ image presented on the display from the first orientation to the second orientation at the computing device and, responsive to the detection of the command, automatically changing the orientation, relative to the display, of the ~~images presented~~ image as displayed on the display from the first orientation to the second orientation.

7. (Canceled)

8. (Canceled)

9. (Previously Presented) The method of claim 1 wherein, if the computing device is symmetrical both vertically and horizontally, the logical remapping rotates the commands to the logical buttons.

10. (Previously Presented) The method of claim 1 wherein the computing device is symmetrical along a one axis, including but not limited to rocking wheels, super wheels, rocking dogbones, and super dogbones, and for reference purposes the one axis is initially oriented vertically, then the commands are logically remapped to the logical buttons, relative to the first orientation.

11. (Currently amended) The method of claim 10 wherein:

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated one quarter to the right, the commands for UP and DOWN are transposed;

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated one half to the right, then the commands for UP and DOWN are transposed, and the commands for PREV and NEXT are transposed; and

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated three-quarters to the right, then the commands for PREV and NEXT are transposed.

12. (Currently amended) A user interface system for logically remapping commands to logical buttons of a computing device having a display, said logical buttons having associated commands, said system comprising:

a subsystem for configuring a first logical button from among the logical buttons to execute, upon activation of the first logical button, ~~one of~~ a first command call and a second command call when the computing device is in a first orientation;

a subsystem for detecting a change in orientation, relative to the display, of ~~images presented~~ an image as displayed on the display from [[a]] the first orientation to a second orientation; and

a subsystem for, responsive to the detection of the change in orientation ~~relative to the display of the images presented on the display~~ of the image, automatically logically remapping the commands to the logical buttons based on the second orientation of the display by configuring a second logical button from among the logical buttons to execute, upon activation of the second logical button, ~~one of~~ the first command call and the second command call when the computing device is in the second orientation.

13. (Previously Presented) The user interface system of claim 12 wherein the display is a visual display device.

14. (Previously Presented) The user interface system of claim 12 wherein the display is a non-visual display device.

15. (Previously Presented) The user interface system of claim 12 wherein the display is one from the group comprising: a visual display device, an audio display device, and a tactile display device.

16. (Currently amended) The user interface system of claim 12 wherein, further comprising a subsystem for detecting a change in orientation of the display, and a subsystem for, responsive to the detection of the change in orientation of the display, automatically changing the orientation, relative to the display, of the ~~images presented~~ image as displayed on the display.

17. (Currently amended) The user interface system of claim 12, further comprising a subsystem for detecting a command to change the orientation, relative to the display, of the ~~images~~ image presented on the display from the first orientation to the second orientation, and a subsystem for, responsive to the detection of the command, automatically changing the orientation, relative to the display, of the ~~images presented~~ image as displayed on the display from the first orientation to the second orientation.

18. (Canceled)

19. (Canceled)

20. (Previously Presented) The user interface system of claim 12 wherein, if the computing device is symmetrical both vertically and horizontally, the logical remapping rotates the commands to the logical buttons.

21. (Previously Presented) The user interface system of claim 12 wherein the computing device is symmetrical along a one axis, including but not limited to rocking wheels, super wheels, rocking dogbones, and super dogbones, and for reference purposes the one axis is initially oriented vertically, then the commands are logically remapped to the logical buttons, relative to the first orientation.

22. (Currently amended) The user interface system of claim 21 wherein:

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated one quarter to the right, the commands for UP and DOWN are transposed;

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated one half to the right, then the commands for UP and DOWN are transposed, and the commands for PREV and NEXT are transposed; and

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated three-quarters to the right, then the commands for PREV and NEXT are transposed.

23. (Currently amended) A computer-readable medium having computer-readable instructions for logically remapping commands to logical buttons of a computing device comprising a display, said logical buttons having associated commands, said instructions comprising instructions for:

configuring a first logical button from among the logical buttons to execute, upon activation of the first logical button, ~~one of~~ a first command call and a second command call when the computing device is in a first orientation;

detecting a change in orientation, relative to the display, of ~~images presented~~ an image as displayed on the display from [[a]] first orientation to a second orientation; and

responsive to the detection of the change in orientation ~~relative to the display of the images presented on the display~~ of the image, automatically logically remapping the commands to the logical buttons based on the second orientation of the display by configuring a second logical button from among the logical buttons to execute, upon activation of the second logical button, ~~one of~~ the first command call and the second command call when the computing device is in the second orientation.

24. (Previously Presented) The computer-readable medium of claim 23 wherein the display is a visual display device.

25. (Previously Presented) The computer-readable medium of claim 23 wherein the display is a non-visual display device.

26. (Previously Presented) The computer-readable medium of claim 23 wherein the display is one from the group comprising: a visual display device, an audio display device, and a tactile display device.

27. (Currently amended) The computer-readable medium of claim 23 wherein the instructions further comprise instructions for detecting a change in orientation of the display and, responsive to the detection of the change in orientation of the display, automatically changing the orientation, relative to the display, of the ~~images presented~~ image as displayed on the display.

28. (Currently amended) The computer-readable medium of claim 23 wherein the instructions further comprise instructions for detecting a command to change the orientation,

relative to the display, of the ~~images presented~~ image as displayed on the display from the first orientation to the second orientation and, responsive to the detection of the command, automatically changing the orientation, relative to the display, of the ~~images presented~~ image as displayed on the display from the first orientation to the second orientation.

29. (Canceled)

30. (Canceled)

31. (Previously Presented) The computer-readable medium of claim 23 wherein, if the computing device is symmetrical both vertically and horizontally, the logical remapping rotates the commands to the logical buttons.

32. (Previously Presented) The computer-readable medium of claim 23 wherein the computing device is symmetrical along a one axis, including but not limited to rocking wheels, super wheels, rocking dogbones, and super dogbones, and for reference purposes the one axis is initially oriented vertically, then the commands are logically remapped to the logical buttons, relative to the first orientation.

33. (Currently amended) The computer-readable medium of claim 32 wherein:

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated one quarter to the right, the commands for UP and DOWN are transposed;

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated one half to the right, then the commands for UP and DOWN are transposed, and the commands for PREV and NEXT are transposed; and

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated three-quarters to the right, then the commands for PREV and NEXT are transposed.

34. (Currently amended) A hardware control device for implementing a method of logically remapping commands to logical buttons of a computing device comprising a display, said logical buttons having associated commands, said computing device further comprising:

a component configured to configure a first logical button from among the logical buttons to execute, upon activation of the first logical button, ~~one of~~ a first command call and a second command call when the computing device is in a first orientation; and

the component further configured to detect a change in orientation, relative to the display, of ~~images presented~~ an image as displayed on the display from [[a]] the first orientation to a second orientation and, responsive to the detection of the change in orientation ~~relative to the display of the images presented on the display~~ of the image, automatically logically remap the commands to the logical buttons based on the second orientation of the display by configuring a second logical button from among said logical buttons to execute, upon activation of the second logical button, ~~one of~~ the first command call and the second command call when the computing device is in the second orientation.

35. (Previously Presented) The hardware control device of claim 34 wherein the display is a visual display device.

36. (Previously Presented) The hardware control device of claim 34 wherein the display is a non-visual display device.

37. (Previously Presented) The hardware control device of claim 34 wherein the display is one from the group comprising: a visual display device, an audio display device, and a tactile display device.

38. (Currently amended) The hardware control device of claim 34 wherein the component is further configured to detect a change in orientation of the display and, responsive to the detection of the change in orientation of the display, automatically changing the orientation, relative to the display, of the ~~images presented~~ image as displayed on the display.

39. (Currently amended) The hardware control device of claim 34 wherein the component is further configured to detect a command to change the orientation, relative to the display, of the ~~images presented~~ image as displayed on the display from the first orientation to the second orientation and, responsive to the detection of the command, automatically changing the orientation, relative to the display, of ~~images presented~~ image as displayed on the display from the first orientation to the second orientation.

40. (Canceled)

41. (Canceled)

42. (Previously Presented) The hardware control device of claim 34 wherein, if the computing device is symmetrical both vertically and horizontally, the logical remapping rotates the commands to the logical buttons.

43. (Previously Presented) The hardware control device of claim 34 wherein if the computing device is symmetrical along a one axis, including but not limited to rocking wheels, super wheels, rocking dogbones, and super dogbones, and for reference purposes the one axis is initially oriented vertically, then the commands are logically remapped to the logical buttons, relative to the first orientation.

44. (Currently amended) The hardware control device of claim 43 wherein:

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated one quarter to the right, the commands for UP and DOWN are transposed;

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated one half to the right, then the commands for UP and DOWN are transposed, and the commands for PREV and NEXT are transposed; and

if the ~~images presented~~ image as displayed on the display ~~are~~ is rotated three-quarters to the right, then the commands for PREV and NEXT are transposed.

45. – 60. (Canceled)